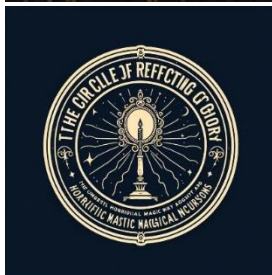


The Circle of Reflecting Glory 008



Being the continuing chronicles of the CRG, as written by Helen Drake, Witch!

For Solo Play – I'm using "Mythic GM Emulator v2" and "The Solo Society" (a small Vaesen Supplement with random tables of Period Horror/Investigation). For this Assignment, I'm playtesting a scenario of my own design called "THEY COME OUT AT NIGHT"

The Circle of Reflecting Glory, its Chapter House in Briar Green, close to the Mara Winfield Botanical Conservatory and my Solo PC – Helen Drake, are described in the first issue of these adventures...



Assignment One "The Predator"

https://aigm.igm4u.com/Circle_of_Reflecting_Glory_solo_001.pdf

https://aigm.igm4u.com/Circle_of_Reflecting_Glory_solo_002.pdf

https://aigm.igm4u.com/Circle_of_Reflecting_Glory_solo_003.pdf



Assignment Two "They Come Out At Night"

https://aigm.igm4u.com/Circle_of_Reflecting_Glory_solo_004.pdf

https://aigm.igm4u.com/Circle_of_Reflecting_Glory_solo_005.pdf

https://aigm.igm4u.com/Circle_of_Reflecting_Glory_solo_006.pdf

https://aigm.igm4u.com/Circle_of_Reflecting_Glory_solo_007.pdf

At the end of last issue...

- Helen has escaped from OUP/Periphery arrest but is "Wanted!" (for a very minor crime).
- She had hired Roly to arrange the vandalism of the remaining bulbs in Regent's Park Street.
- She had enchanted her swordcane with Ghostblade
- She's still got one Otherwordly Moth in a brown beer bottle that is likely to guide her to wherever there is another of these ALL-WEATHER Bulbs (the Sunshine Bulb Company).
- Roly is in danger of being arrested for the vandalism as one of his hired urchins has blabbed!
- The electric bulbs are likely to be replaced in the next day or two and may soon go into wider production!

AND NOW...

Assignment Two (Part Five)

Mythic – Chaos Factor is 8. 1-in-6 that Roly gets arrested (rolled 2).

Expected Scene: Using the Otherworldly Moth to track the peculiar Light of the All-Weather Bulbs to the Sunshine Bulb Factory. What Type of Scene? Altered Scene [5]. Scene Adjustment: Make 2 Adjustments [8]. Scene Adjustment: Increase An Activity [4]. Scene Adjustment: Add An Object [6].

As it's only an Altered Scene, we will end up at the Factory but will find that Production has already started, and the production line is running night and day (Increase an Activity). I'll add a mysterious object that enables the production of the special coating (Add an Object).

Scene Thirteen – Sunshine Bulb Corporation



Helen waited nervously for Roly to report back. He seemed excited and pleased with himself. "It's done Miss Drake. All the bulbs are smashed, and the gang got away with it. You never told me the street would be crawling with Periphery officers though! We had a bit of a chase through the Park to get away."



"Well done, Roly. Very well done. You don't know how important that job was. You've saved lives today. Truly you have."

When the young man left, Helen grabbed her things, wrapped up warm and took the brown beer bottle with the Moth out into the street. The creature seemed drawn to the south-east, across the Stentorian River. She hailed a cab to take her across town and paid a hefty tip to sit up front with the driver with her beer bottle. He clearly thought she was crazy, but the extra money more than made up for it.

At first, they crossed the bridge into Red Lamp, but soon wound through the bustling narrow streets and out into the industrial sector of The Steel. Most of the people were trudging away from The Steel or riding Trams home after their work. The new buildings stood tall and mostly dark, but as she drew close to the Sunshine Bulb Company, the factory gleamed with clear white electric lamps and it seemed that a night shift was just starting.

[I need to be more careful to phrase my FATE Questions, so the more interesting/challenging results are from YES answers]. Would the dark brown glass of the bottle still allow the paralysing effect of the Moth? FATE Check (Very Unlikely) NO + RANDOM EVENT [44].

Random Event Focus: NPC Action [29]. I rolled "Roly" [1 & 5] on the NPC List so I guess he is either getting arrested by the Periphery OR he has followed Helen across the City. Has Roly followed? FATE Check (Likely) YES [47].

Rowland Campbell didn't know what to make of the strange old woman – Miss Drake. On the one hand, his employer – Mara Winfield – who he greatly respected, seemed to think Drake was some kind of genius and saviour of humanity! On the other, she just paid him to smash light bulbs in a posh street and she looks like a Witch! The money came in handy to pay a cab to drive him across the city following Drake's cab.

The man had barely raised an eyebrow at Roly's request. "Follow that Cab and hang back out of sight if you can."

Now Miss Drake was climbing out next to the Sunshine Bulb Company, deep in the Steel. What was it with her and electric bulbs? He climbed out too and paid off the cabbie. He hung around at the corner of a nearby building watching his quarry as she wandered up and down raising her brown beer bottle and peering into it. The old woman was batty – surely!

Meanwhile, Helen, unaware she is being tailed, is trying to find a way into the Factory. It has high walls (3 storeys at least) with no windows on the ground floor and all the doors seem to open into the well-lit yard. The Moth is going crazy as a couple of the external bulbs are of the new All-Weather type.

Can she find a way in? SURVEY:

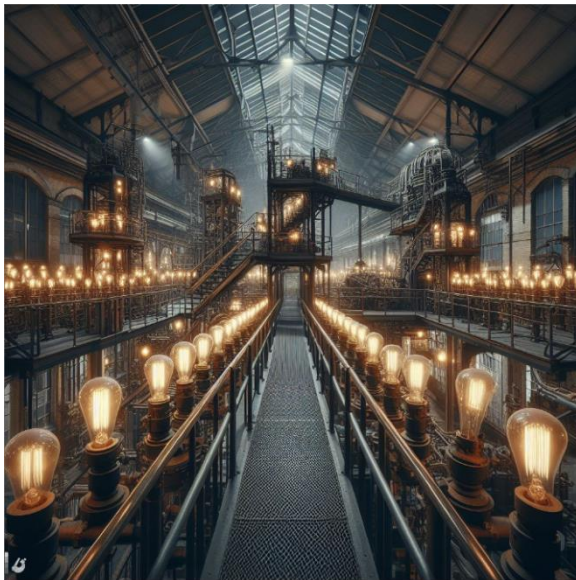
Stakes Normal. Expectations: *Success: find a way in. Mixed Success: find a way in but run into trouble. Fail: draw attention to herself. Critical Success: find a way in and discover the "mysterious object".*

Helen Drake SURVEY	
GILDED	4
Normal	3 6

Only 1d for the Action, will spend 1 Intuition Drive and also spend her last Gilded Dice from the Circle's "Stamina Training".

Result - Success: *find a way in*

A couple of workers emerge onto a metal fire escape where they stand around smoking for a while before slipping back inside. The door doesn't look locked, and Helen sneaks up the stair and into the Factory.



"Oh No!" She is on a metal walkway, above the factory floor. Dozens of glowing white bulbs with silvery glass (the special coating) are trundling past her, rising from below where a worker with heavy-duty gloves is extracting the bulbs one at a time from some sort of machinery and inserting them into the sockets where they glow and progress on a chain-driven tracks alongside her walkway and down again to where another worker unscrews them and packs them in boxes of 10. A third packs the box of ten into a larger crate of 100 while a fourth wheels the crate on a sack truck to an ever-growing pile of crates near the outer doors. Presumably the long track allows the bulbs to cool and prove they work.

A couple of other workers seem to be loading raw materials into the machine – clear glass bulbs emerging from another chamber, metal socket fittings and filaments from huge containers and sacks of sand.

The Moth is going crazy inside the bottle!

Mythic – Chaos Factor up to 9 as there are so many of the bulbs here and the Timeline suggests there are some loose Otherworldly Moths likely to turn up here tonight.

Scene Fourteen – Fire! Fire!

The only solution Helen can think of is to destroy the entire factory by fire. The huge stacks of cardboard boxes and wooden crates are the obvious means. If she can start a blaze there, it should spread to the building itself.

Perhaps there is something here she can find to get the fire started – maybe they have some paraffin heaters to keep the offices warm or oil barrels for all this machinery? Then she'll have to sneak along the walkway and get it started without being seen.

Can she find an accelerant? SURVEY:

Stakes Normal. Expectations: **Success:** find an accelerant. **Mixed Success:** find an accelerant but need some other check to access it. **Fail:** draw attention to herself. **Critical Success:** find accelerant and discover the "mysterious object".

Helen Drake SURVEY	
GILDED	0
Normal	5 4

Only 1d for the Action, will spend her last Intuition Drive.

Result – Mixed Success: find an accelerant but need some other check to access it

It looks like the office section does indeed have paraffin heaters, but the door is locked. There also seems to be a store of large paraffin bottles but it's in a locked cage area. The office block is up here so easy to get to, but the store is on the ground floor and she might be spotted trying to get to it. She could maybe throw the beer bottle down and let the Moth out – it might paralyse a couple of the workers... but then they would die in the blaze! But if she doesn't do something, hundreds might die if these bulbs go into use across the city!

No! She won't sacrifice anybody. Let's try getting into the office.

Can she break into the Office? HIDE: (sleight of hand)

Stakes Normal. Expectations: **Success:** get the door open and get some paraffin. **Mixed Success:** + attract attention from one of the workers. **Fail:** draw attention to herself. **Critical Success:** find accelerant and discover the "mysterious object".

Helen Drake HIDE	
GILDED	0
Normal	5 5 2

Only 1d for the Action, will spend 2 Cunning Drive, leaving only 1.

Result – Mixed Success: get the door open and get some paraffin but attract attention.

There is a kettle in the office and a couple of small paraffin heaters. Helen pours the paraffin from both into the kettle and starts to leave when a voice from the walkway outside calls out. "That you Prof? Didn't think you were coming back tonight." They must have heard the floorboards creaking overhead as she wandered about!

She scurries over to the door and crouches down, leaning against it to keep it shut. Hopefully the man will think it's locked.

Can she hide in the Office? HIDE:

Stakes Normal. Expectations: **Success:** stay hidden. **Mixed Success:** + the worker will lock the door **Fail:** draw attention to herself. **Critical Success:** while hiding, spot some writing on a chalkboard that describes the "mysterious object".

Helen Drake HIDE	
GILDED	0
Normal	2 5

Only 1d for the Action, will spend her last Cunning Drive.
Result – Mixed Success: hide but get locked in!

The man outside rattled the door handle and muttered – "Must have missed her. She's left it unlocked. The Prof would forget her head if it wasn't screwed on!" He reached up to the ledge above the door and took down a key. Locked the door and replace the key, before heading back down the stairs.

Helen slumped down with her back against the door, clutching the kettle full of paraffin. This is why she shouldn't be out here on her own! She gasped as she heard the key turn in the lock and then the door started to move, pushing into her back and sliding her forward!

She was up on her feet with barely a groan of discomfort and holding the sword-cane in its scabbard above her head as she turned to face...

"Roly! How on earth did YOU get here?" in a whisper.

He blushed a bit. "I.. er.. happened to be in the area Miss Drake. Saw you sneak inside and came after you. Saw that fella lock you in the office and thought I'd better come and let you out. Hope I done the right thing Miss?"



Helen grinned in reply, eyes sparkling. "Just **HAPPENED TO BE IN THE AREA?** We can talk about that later young man, but yes... you DONE the right thing. Now you can help me with this..." passing him the kettle.

"You want me to make a cup of tea, Mis Drake? Are you ..."



"No. You numpty. There'll be time for tea later. Now I want you to help me burn this factory to the ground!"

A pained expression on Roly's face told her that he thought she was out of her mind and might be a danger to herself and to the public!



"I'm not mad Roly. This is where those special bulbs come from. You helped me get rid of the ones in the street. Now we have to make sure they can't make any more of the damn things." When she saw that this had hardly reassured the lad, she hurriedly told him the full story even briefly describing the work of the Circle. The only PROOF she could offer was the odd-looking Moth in her beer bottle and the fact that Roly's employer seemed to trust her.

Can she convince Roly to help? SWAY:

Stakes Normal. Expectations: **Success:** he will help. **Mixed Success:** + it takes so long that Moths arrive at the Factory and Paralyse one of the workers **Fail:** He won't help and will try to stop her setting the fire. **Critical Success:** he will help and will also spot some writing on a chalkboard that describes the "mysterious object".

Helen Drake SWAY	
GILDED	0
Normal	4

Only 1d for the Action.

Result – Mixed Success: he agrees to help but it takes so long that some Moths arrive at the Factory and paralyse one of the workers!

I create a proper character sheet for Roly. I'll assume he is a Slink/Criminal (although good-hearted and having been "reformed" by Mira Winfield). He mainly has Cunning and Nerve.

NERVE			
Drives Available...	<input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Drives Max...	<input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Resistances...	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
◇ MOVE run, dodge, navigate	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
◇ STRIKE punch, break, knock down	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
◇ CONTROL drive, shoot, finesse	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
CUNNING			
Drives Available...	<input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/>	<input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Drives Max...	<input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/>	<input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Resistances...	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>
◇ SWAY convince, command, consort	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
◇ READ body language, lies, motives	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
▶ HIDE sneak, distract, sleight	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>
INTUITION			
Drives Available...	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Drives Max...	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Resistances...	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
▶ SURVEY search, track, spot	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>
◇ FOCUS inspect, analyze, remember	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
◇ SENSE attune, channel, reveal	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

Burn a resistance to reroll a number of dice equal to your action rating

MARKS

Body: Brain: Bleed:

SCARS

ROLE: SLINK

SCOUT: If you have time to observe a location, you can spend 1 Intuition to ask a question: What do I notice here that others do not see? What in this place might be of use to us? What path should we follow?

SPECIALITY:

STREET SMARTS: You know how to keep an eye on your surroundings. Whenever you make a Survey roll, you may spend any drive instead of only using Intuition. As Survey is Gilded it can also recover the type of Drive you choose to spend IF YOU SPEND DRIVE.

STICKY FINGERS: After a successful melee attack, you can spend 1 Cunning to pilfer an item from your target undetected. This could be their wallet, a weapon they're carrying, an important document, etc.

They hear a disturbance from downstairs – good-natured shouting at first, then rising to alarm.

"Oy Jasper – don't just stand there, bring me the next crate. **OY!**"

Peering down to the factory floor, they can see sparkling near the main doors. There are a couple of Otherworldly Moths down there, glittering in the light of the moving rows of All-Weather bulbs. One of the workers is transfixed already while his co-worker has noticed and is yelling at him to move.



"You set the fire going Roly. No time to lose. There's no telling how many more Moths might turn up here and there's these damn bulbs EVERYWHERE! You see even a flicker... you look at the floor and don't look up again until you are well out of here or the lights go out. I'm going to try and turn off the electricity. There **HAS** to be a way to shut down the production line... somewhere!"

With the excitement downstairs. Distracting the workers (and with Roly's level of Cunning and Hide) I'll assume the young man can carry out the Arson undetected and just follow Helen's attempt to cut off the electricity.

Helen scurries along the rows of slow-moving bulbs looking for the place where thick power cables connect to the rails.

Can she disconnect the power? SURVEY:

Stakes High. Expectations: **Success:** Find and turn off the power. **Mixed Success:** + get into a fight with a worker **Fail:** Trying to cut the power incorrectly causes 2 Body Marks. **Critical Success:** will discover the "mysterious object" (maybe a mystical vision as she passes the central machine). **Critical Fail (Fail on a 1):** The concentration of special light causes a Thinning, and the Clawed Shadow appears.

Helen Drake SURVEY	
GILDED	0
Normal	4

Only 1d for the Action.

Result – Mixed Success: Find and turn off the power + get into a fight with a worker!

The workers downstairs seem to have congregated close to the paralysed Jasper, so Helen clammers down to the central machine and finds the main junction of cables. A heavy lever nearby seems likely to control the power, so she slams it up and the whole place grinds to a crashing halt and is plunged into darkness.

Jasper (freed from the fascination of the Moths) screams. Then the glow from the crates and boxes becomes unmissable. The cries of "Fire! Fire!" ring out and mix with the terrified screeches of Jasper.

Out of nowhere, one of the boiler-suited workers, unnoticed until now, grabs at Helen!

"Not so fast, you old bag!" His calloused, oily hands grab her shoulders and spin her around. There is enough moonlight pouring through the glass windows to dimly illuminate the factory floor.

"Who are you calling OLD!" and she brings up a bony knee to get rid of him.

Can she shake him off? STRIKE:

Stakes High. Expectations: **Success:** Shake him off and escape. **Mixed Success:** + take 1 Body Mark **Fail:** 2 Body Marks. **Critical Success:** will also discover the "mysterious object" (the worker mentions rescuing it from the machine). **Critical Fail (Fail on a 1):** The concentration of special light has already caused a Thinning, and the Clawed Shadow appears.

No dice for Strike, so roll 2 and take lowest!

Helen Drake STRIKE	
GILDED	0
Normal	4 5

Result – Mixed Success: escape into the street but take 1 Body Mark.

MARKS		
Body:	✓✓✓	Brain: ✓✓
		Bleed: ✓✓✓
SCARS		
Green, red & yellow veins are visible in the whites of her eyes.		

The worker gasps and uses foul language, clutching at his private parts. The moonlight is soon bolstered by the glow of the fire and Helen manages to smash a large window and escapes into the street. She waits for a tense few minutes watching the factory burn and wincing as the stored paraffin barrels explode. When a breathless Roly joins her, she embraces him with relief.

She slowly turns her beer bottle, and the Moth remains stuck to the side, doesn't move around.



"Time to go Roly. We've done it. There's no more funny bulbs. Let's head home – well, to the Chapter House - and I can introduce you to your new boss – The Right Honourable Cornelia, and you can enjoy her telling me how irresponsible I am bringing a young man like you into the Circle without proper consultation!"

Epilogue

A messenger arrives at the residence of Professor Margaret Scales in the middle of the night. She flicks on her bedside light and wanders downstairs to the door. Flicks on the porch light (clear, silvery-white) illuminating the pale face of the workman who tells her that the factory has burned down. Her machine has been utterly destroyed and all the All-Weather bulbs are gone.

As he leaves, she turns away to walk back down her hall, turns back and flicks off the clear, silver-white light on the porch and heads for her drinks cabinet for a much-needed brandy.

So, the Circle has a new member.

The Members managed to all achieve one or more Illumination Keys, so earned 4 points of Illumination ...

- *Helen managed to "Act Bizarrely" and "Collect Oddities" (the Moth).*
- *Roly managed to "Do Something Illegal (but not too immoral)" (the bulb smashing and the Arson).*

The Circle managed to achieve all three Illumination Questions so earned another 3 points of Illumination and so is now at 14 out of 21 ...

- *Destroy a source of Bleed*
- *Provide Comfort and Support to those affected by Phenomena (rescuing Special Agent Sophrinia and PC Attila Reece).*
- *Bringing something back for Candela to study (The Moth)*